

## **AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A device having a user interface and directional buttons for controlling a menu shift, the device comprising:

a recognition module for determining if the directional buttons have been pressed and for generating a shift command;

a timer module for determining a duration for which a directional button is pressed; and

a pointer carrier for shifting a position of a pointer in response to said shift command;

wherein said shift command directs said pointer carrier to shift said pointer to a next menu item on a page including a plurality of menu items if said determined duration is shorter than a preset duration, and said shift command directs said pointer carrier to shift said pointer to a next menu page if said determined duration is longer than or equal to said preset duration.

2. (Original) A method for controlling a menu shift in a device having directional buttons and a user interface, the method comprising:

(a) checking if an event has been generated, and determining the kind of the generated event;

(b) operating a timer, and returning to step (a) if the generated event is a push of a directional button;

(c) shifting a pointer currently pointing to a predetermined menu on a screen to a corresponding menu on a next page, if the generated event is a timer interrupt, that signals lapse of a predetermined time, and returning to step (a); and

(d) ceasing operation of the timer if the generated event is a release of the directional button, checking whether or not the timer interrupt had been previously generated, and returning

to step (a) if the timer interrupt has been generated and returning to step (a) after shifting the pointer to a next menu if the timer interrupt has not been generated.

3. (Original) The method of claim 2, further comprising the step of returning to step (a) if the generated event is not a release of the directional button.

4. (Original) A method for controlling a menu shift in a mobile wireless telephone having a display, directional buttons and a user interface, the method comprising:

(a) checking if an event has been generated, and determining the kind of the generated event;

(b) operating a timer, and returning to step (a) if the generated event is a push of a directional button;

(c) shifting a pointer currently pointing to a predetermined menu on the display to a corresponding menu on a next page, if the generated event is a timer interrupt, that signals lapse of a predetermined time, and returning to step (a); and

(d) ceasing operation of the timer if the generated event is a release of the directional button, checking whether or not the timer interrupt had been previously generated, and returning to step (a) if the timer interrupt has been generated and returning to step (a) after shifting the pointer to a next menu if the timer interrupt has not been generated.

5. (Currently Amended) A method for controlling a menu shift in a device having directional buttons and a user interface, the method comprising:

(a) checking whether or not a directional button has been pushed;

(b) checking whether or not the push of the directional button continues for a predetermined period of time, if it is determined that a directional button has been pushed;

(c) returning to step (a) after shifting a pointer currently pointing to a predetermined menu on a page including several menus ~~screen~~ to a corresponding menu on a next page if the push of the directional button continues for the predetermined period of time; and

(d) returning to step (a) after shifting the pointer to a next menu if the push of the directional button does not continue for the predetermined period of time.